

DIGITAL ENGINEERING: BUILT VIRTUAL SITUATION ROOMS TO CONDUCT TRAINING THROUGH GAMIFICATION

TECH STACKS:



CLIENT:

The client provides Interactive & Immersive 3D Training for Cyber Risk & Insurance and Healthcare companies called NetDiligence and Med Learning Group, respectively.

CHALLENGE:

To attract, engage and empower corporates with mastery of complex situations with a high retention, all while having an enjoyable and purpose-driven experience.

SOLUTION:

The “Training by Gaming” approach lets players hear, see, touch and feel emotion as they navigate various “Situation Rooms”. This is all made possible by deploying a combination of interactive technologies consisting of 3D Game Simulations, Virtual Reality (VR), Augmented Reality (AR) and Mixed Reality (MR).

